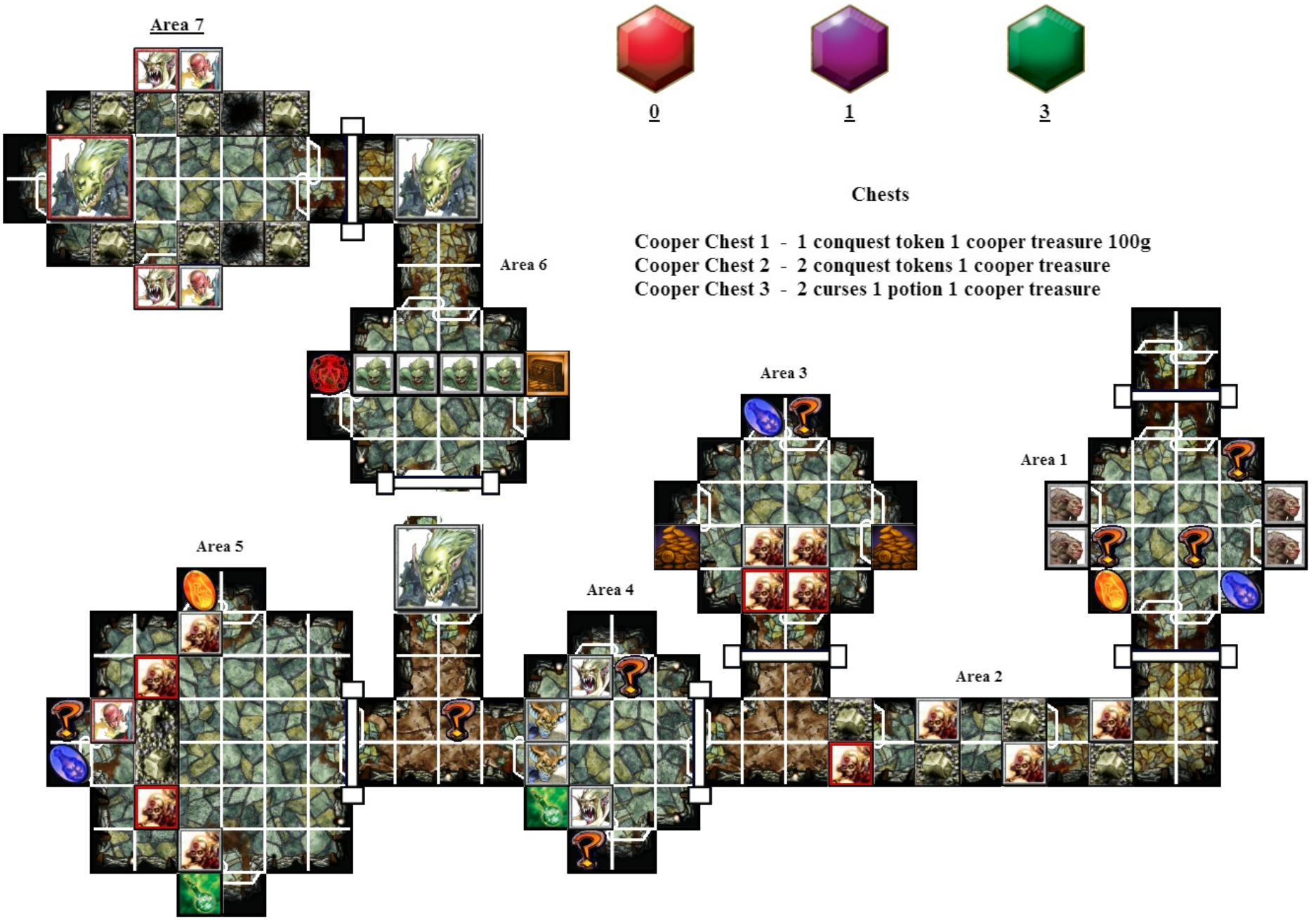

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Escape

By Crimson

Important: This is the FIRST part of a campaign.

Scenario Background

Twelve days ago, while you were travelling with your companions for the city of Alastir, you found -near the pathway- dead bodies of the local army. A large amount of unusual footprints , big spoils of blood , broken shields and swords were also present. You stopped at the lake near the path to take some rest and think what to do next when you heard some wierd noises from the brashwood beside you. You raise your weapon and start moving towards the brashwood when you see a dying man crawling. You go near him and you hear some words that didn't make much sense : "Gone... all....dead....we.....lost it...no....hope". The man died and from his hand fell a piece of a sword . You examined it and you noticed some marks that where very simmilar with the mark of the fallen necromancer Xendrin. Without loosing any time you reach the city of Alastir and talk with the local autorities about the clues you found. They inform you that the cargo that was attaked was carring a very valuable relic from the war and that is crucial to retrieve it. So after you rest for a night , you begin a journey to find more clues and as a final goal : to retrieve the relic. You decide that a ideal spot for investigation is the Castle of the dead behind the lake .
When you reach at the frontgates of the casle a large number of skeletons attack you and shut you in the prison cell of the casle...

Mission Goals

Your goal is to successfully escape from the cells of the Castle the Dead. As a secondary goal is to find clues for the cargo that, transfered a valuable relic and was attacted by an unusual army of monsters.

You begin quest with 6 conquest tokens and if you loose them all, then you die...

The heroes start normally with 300 coins each but the items that they purchase are all taken by the guards of the casle - except their potions.

The meele fighters attack with 1 red dice
The ranged fighters attack with 1 blue dice
The magic Fighters attack with 1 white

The map is reveald room by room and NOT from the begining

Area 1

You find yourselves in an small cell without food or water... and more importantly without your items. Outside the cell are some guards that are sleeping so you manage to break the rusty lock of the cell , silently, with success..!! Because the guards are fell asleep you find it reasonable not to disturb them and just walk out the room.

If any hero steps in any of the marks on the floor then read this :

As you walk you accidentaly step on some partly eaten bones and the guards wake up !

Area 2

Important: Just because its supposed to be an easy quest , I suggest not to summon any monster . Only if you have a card for summoning skeletons and they find it easy to kill your present minions !

You find your self in a corridor full of skeleton guards that raise their bows against you !

Area 3

As you walk inside this room you realise that it is meant to be the guards room .

If any hero steps on the trigger you read this :

This is a big chest with another rusty , old lock on it. You breake the lock and inside, you find your items ! You gain 1 conquest token !

Area 4

This room is better guarded than the last ones. As you progress you notice a wierd statue of a tall ogre. But nothing to fear about.

If any hero steps in any of the marked squares on the floor read this :

A skeleton hand grabs your foot and draws you in a pit .

When the trigger occures the qustionmark is replaced with a pit and the hero fall inside and takes 1 damage ignoring armor. Place a skeleton archer in a adjacent place of the pit.

Read this after the events in area 5 :

You hear a grawl as you re-enter this area and you realize that the ogre statue is alive !

After the ogre is dead a secret door is revealed beside it that leads into a new room !

Area 5

Another room with some guards plus one wizard who guards a big lever on the west wall of the room. It seems to be a reason to wipe him off !

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If any hero activates the lever read this :

You hear a loud noise , like a large rock is smashed . You better find out what the lever triggered !

Area 6

In this room you see some ugly feroxx guarding a wierd glyph and a shiny cooper treasure chest !

Area 7

In this area you see 1 big ogre and some guards. As you procced the ogre speaks : "You manage to escape? Impossible! Lets see if you can stand against the great Rexxar"

Rexxar has the stats of a master ogre plus :

4 wounds
3 speed
And the Daze ability
If you succeed to eliminate Rexxar and his guards the quest ends and you gain 2 conquest tokens. Then you climb the stairs and in the next floor of the castle!!

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